COSMIC SERIES

UNIVERSAL

SPACE PANIC

EXPANDS THE WORLD OF PLAY

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San Francisco/London/Taiwan

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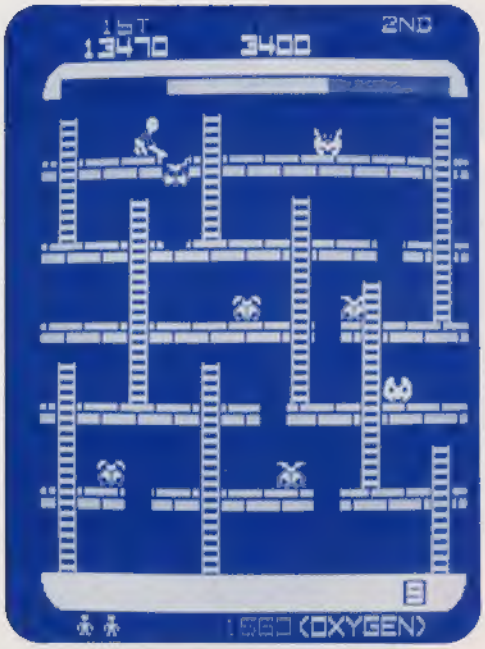
COSMIC SERIES

SPACE PANIC

HOW TO PLAY

- ★ Dig holes by operating the man. When a space monster has fallen into a hole, fill it up before the space monster creeps out of it, and you are awarded points.
- ★ The man can escape by jumping down through the hole he has dug to the next lower floor.
- ★ When oxygen is rarefied, a warning buzzer sounds and the man's movement slows down. When oxygen is reduced to zero, he dies.
- ★ If oxygen has not been reduced to zero even when all the space monsters on the screen have been destroyed, you are awarded corresponding bonus points.
- ★ The highest scorer can register his name on the screen.



SCORE

MONSTER.....100~800 PTS

BOSS.....300~1,200 PTS

DON.....800~2,000 PTS

SPECIFICATIONS

[Table type]		[Upright type]	
550 m/m (D)	AC 100V/115V/230V	800 m/m (D)	AC 100V/115V/230V
842 m/m (W)	50/60Hz	640 m/m (W)	50/60Hz
650–850 m/m (H)	140W	1750 m/m (H)	180W
▼95–1859		▼95–1653	

HOW TO SCORE POINTS

DON
dies when it falls down by more than 3 floors.
BOSS
dies when it falls down by more than 2 floors.
MONSTER
dies when it falls down by more than 1 floor.
[Die together]
When more than 2 monsters have fallen into the upright holes.
[Falls down onto the other's head]
when it falls down onto the head of a monster, etc. they are both destroyed.

UNIVERSAL CO., LTD.
1-7-7, Nihonbashi Horidome-cho, Chuoh-ku, Tokyo 103, Japan
Phone : (03) 661-1447, 6004 Cable : UNMANIFACT Telex : J27348 (UNICO)

UNIVERSAL U.S.A. INC.
3250 Victor Street, Santa Clara, California 95050, U.S.A.
Phone : 408-727-4591~5 Telex : 172247 (UNI USA SNTA)

European Office:
106 Harley House Upper Harley Street, London, N.W.1, England
Phone : (01) 631-1495 Telex : 21879, 25247, 21866, 261348 (TELEX G)

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